b) directly controlling operating features of a plurality of physical devices in response to the player tracking events,

c) receiving player tracking information from the physical devices,

d) displaying player tracking information to the physical devices,

e) tracking game usage by individual players using the gaming machine,

f) transmitting player tracking information to remote gaming devices and

g) receiving player tracking information from remote gaming devices;

a main display coupled to the housing used to display the one or more games controlled by the master gaming controller;

one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the games played on the gaming machine;

one or more output devices coupled to the housing for dispensing the indicia of credit;

one or more input devices coupled to the housing for inputting the player tracking information into the gaming machine wherein the input devices are among the plurality of physical devices directly controlled by the master gaming controller;

a communication interface coupled to the housing for communicating at least the player tracking information between the gaming machine and the remote gaming devices.

2.   (Amended) The gaming machine of claim 1, further comprising:
a memory storing player tracking software that allows the master gaming controller to perform the player tracking functions.

3.   (Amended) The gaming machine of claim 1, wherein the input device for inputting the player tracking information is selected from the group consisting of a card reader, a key pad, a touch screen, a microphone, a wire-less communication interface, or a bar code reader.

6.   (Amended) The gaming machine of claim 1, wherein the game is a mechanical slot game, a video slot game, a keno game or a video poker game.

9.   (Amended) The gaming machine of claim 2, wherein the memory stores software for one or more device drivers that allow the master gaming controller to operate at least some of the input devices.

11.   (Amended) The gaming machine of claim 2, wherein the memory stores software for one or more device interfaces that allow the master gaming controller to detect the player tracking events from the physical devices directly controlled by the master gaming controller.

15.   (Amended) The gaming machine of claim 1, wherein one of the remote gaming devices is a player tracking server.

16.   (Amended) The gaming machine of claim 2, wherein the master gaming controller includes a memory storing software for receiving the player tracking events from the remote gaming devices.

18.   (Amended) The gaming machine of claim 2, wherein the memory stores software that allows the master gaming controller to receive at least player tracking information from the remote gaming devices and to send at least player tracking information to the remote gaming devices using one or more communication protocols.

19.   (Amended) The gamine machine of claim 18, wherein the communication protocol is selected from the group consisting of a manufacturer player tracking communication protocol and TCP/IP communication protocol.

20.   (Amended) The gaming machine of claim 1, wherein the gaming machine is capable of receiving player tracking information from one or more of a magnetic-striped card, a smart card, a personal digital assistant, a finger print reader, a wire-less device, a sound device and a bar-coded ticket.

21.   (Amended) The gaming machine of claim 2, wherein the master gaming controller includes a memory storing software that allows the master gaming controller to detect power- failures.

22.   (Amended) The gaming machine of claim 1, further comprising:
       a non-volatile memory for storing player tracking events.

24.   (Amended) A method for providing player tracking services on a gaming machine with i) a housing, ii) a master gaming controller mounted within the housing that controls a plurality of physical devices used to present games and to provide player tracking services on the gaming machine, iii) a main display coupled to the housing used to display the games, iv) one or more input devices coupled to the housing for accepting indicia of credit for wagering on the games, v) one or more output devices for dispensing the indicia of credit; vi) one or more input devices coupled to the housing for inputting the player tracking information into the gaming machine; and vii) a communication interface coupled to the housing for communicating with remote gaming devices, the method comprising:

loading player tracking software into a memory utilized by the master gaming controller on the gaming machine wherein the player tracking software is for allowing the master gaming controller to directly control operating features of the plurality of physical devices used to provide player tracking services on the gaming machine;

receiving a player tracking related event from at least one of the physical devices and the remote gaming devices;

evaluating the player tracking event using the player tracking software; and

in response to the player tracking event, controlling operation features of the physical devices with the master gaming controller to provide the player tracking services.

30.   (Amended) The method of claim 24, further comprising translating the player tracking information to a communication protocol used by one of the remote gaming devices.

32.   (Amended) The method of claim 24, further comprising:
sending player tracking information one of the remote gaming devices using the communication interface wherein the one gaming device is a player tracking server.

33.   (Amended) The method of claim 32, wherein the player tracking information is at least one of a player name, a time, a date, an amount wagered, a location, and a type of game.

34.   (Amended) The method of claim 24, further comprising displaying player tracking information to a display device controlled by the master gaming controller.

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37.   (Amended)The method of claim 24, further comprising tracking game usage by individual players using the gaming machine.

38.   (Amended) The method of claim 37, further comprising:

receiving player tracking information from the physical devices wherein the physical devices are selected from the group consisting of is a card reader, a touch screen, a key pad, panel buttons, a display and a bar-code reader.

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44.   (Amended) At least one computer readable medium containing a program for providing player tracking services on a gaming machine with i) a housing, ii) a master gaming controller mounted within the housing that controls a plurality of physical devices used to present games and to provide player tracking services on the gaming machine, iii) a main display coupled to the housing used to display the games, iv) one or more input devices coupled to the housing for accepting indicia of credit for wagering on the games, v) one or more output devices for dispensing the indicia of credit; vi) one or more input devices coupled to the housing for inputting the player tracking information into the gaming machine; and vii) a communication interface coupled to the housing for communicating with remote gaming devices, the said at least one computer medium comprising:

computer readable code for loading player tracking software into a memory utilized by the master gaming controller on the gaming machine wherein the player tracking software is for allowing the master gaming controller to individually control the plurality of physical devices used to provide player tracking services on the gaming machine;

computer readable code for receiving a player tracking related event from at least one of the physical devices and the remote gaming devices;

computer readable code for evaluating the player tracking event using the player tracking software; and

computer readable code for in response to the player tracking event, controlling operation features of the physical devices with the master gaming controller to provide the player tracking services.

Please add the following claims.

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